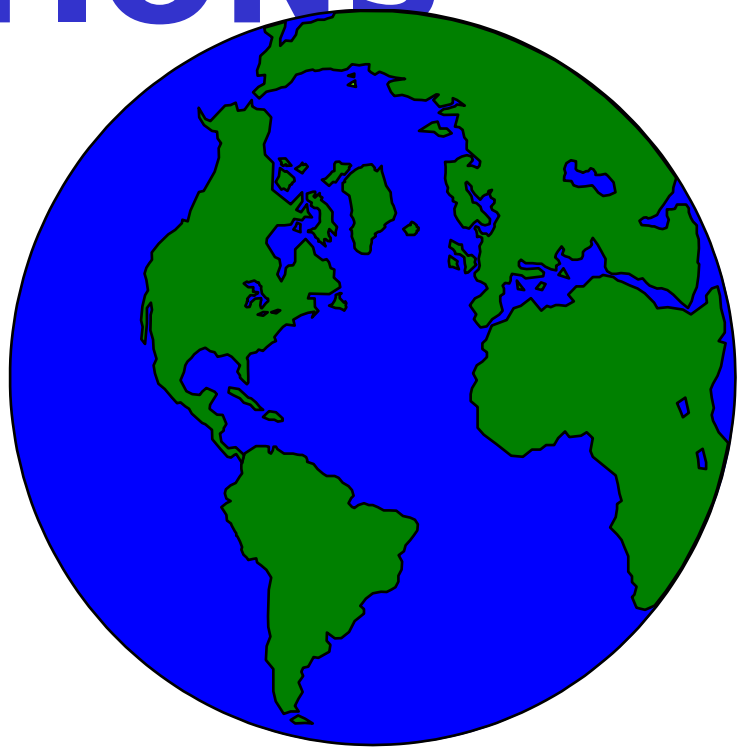
AFATDS UNIT DATA AND MAP FUNCTIONS



DB2
XO's Report

OBJECTIVES

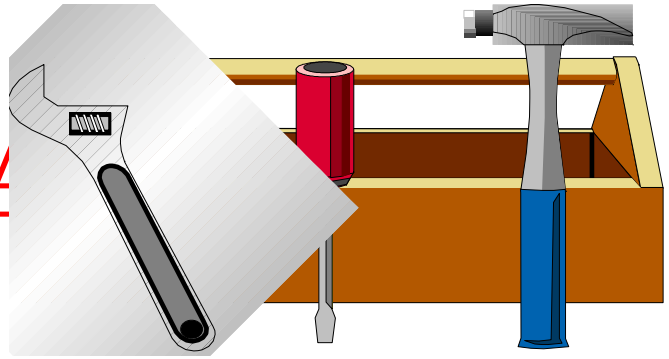
- Build a Friendly Unit Overlay
- Discuss Unit Types
- Build Cannon, Radar, and Observer units.
- Examine MLRS, Air, Aviation, NSFS and “OTHER” Units
- Examine Unit Description
- Copy a Unit
- Delete Unit Data
- Transmit Unit Data
- Receive and Create New Unit Data
- Select symbols
- Use map menu functions
- Scroll map
- Discuss Joint Mapping Tool Kit Functions

PURPOSE OF A MAP OVERLAY

- Required to allow data to be displayed in the graphics area. Up to 8 displayed at one time.

- Can be built for Friendly Units, Enemy Units, Geometries, and Target.

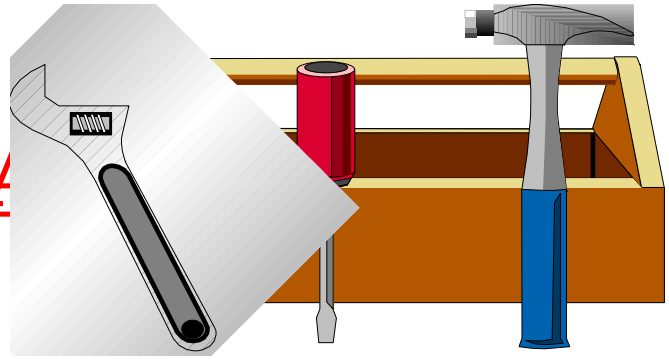
BUILDING AN OVERLA



- Click **Map> Overlays> In Use** -- the OVERLAY SETTINGS window is displayed.

- Click **<New>** -- the Overlay window is displayed.

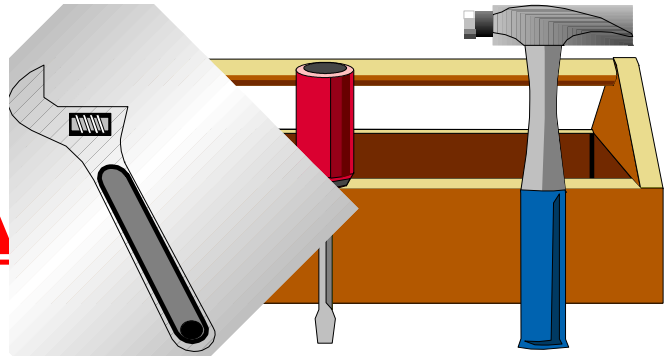
BUILDING AN OVERLA



- NAME: **FRIENDLY UNITS**

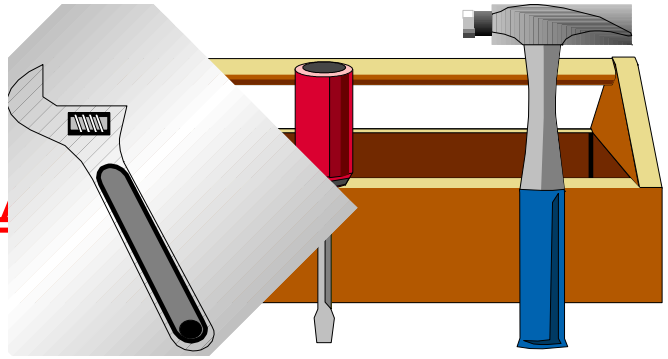
- Click **Friendly Units**
  - TYPE **All**
  - ECHELONS **All**

BUILDING AN OVERLA



- Choose the situation the overlay will depict:
  - PLANNED SITUATION
  - CURRENT SITUATION
  - **SITUATION IN VIEW**
- Check **Situation In View**
- **<OK>**

BUILDING AN OVERLA



- Select **<APPLY>** from the displayed Overlay Settings window. This will display the information indicated.

- Select **<APPLY TO MAP SETUP>** to have this information each time the Map is displayed.

- **<OK>**

HIDING AND DISPLAYING OVERLAYS

- Click **Map> Overlays**
- All overlays in use are displayed to the right.
  - Only those overlays that are active in the map setup are shown in the pull down menu.
  - A gray radio button indicates that the overlay is currently displayed.
  - Click on FRIENDLY UNITS to toggle the display of the overlay. The friendly units are no longer displayed on the map.
  - To redisplay repeat the procedure.

Unit Data Is Stored to:

- Provide fire unit information for fire support missions.
- Provide unit files to which geometry can be associated and coordination of fires accomplished.
- Maintain situational awareness.
- Allow communications with other units.

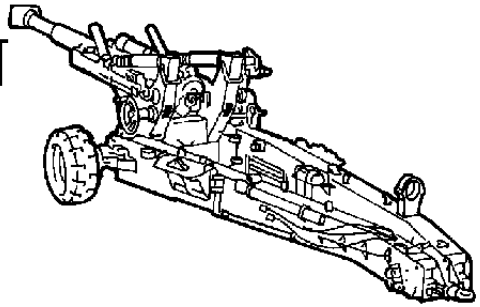
Unit Information Is Required for:

- All non-AFATDS units before they transmit their first unit location.

- All DMS and BCS equipped units that are commanded by or support an AFATDS equipped unit.

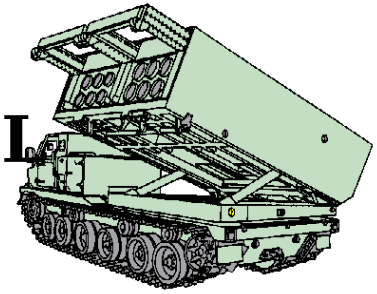
AFATDS Stores:

CANNON UNITS



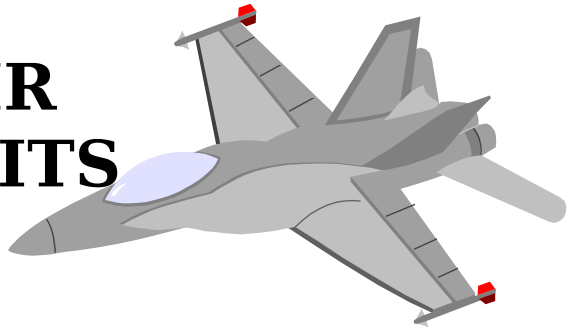
MORTAR UNITS

RKT/MSL UNITS

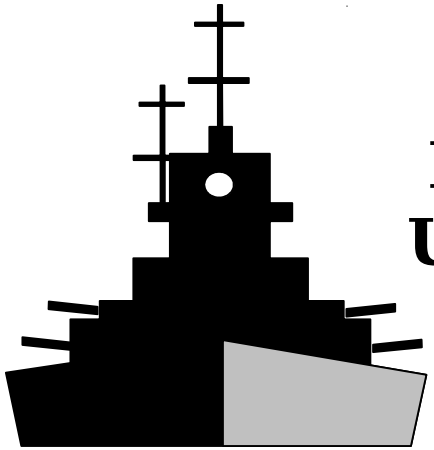


AFATDS Stores:

AIR UNITS



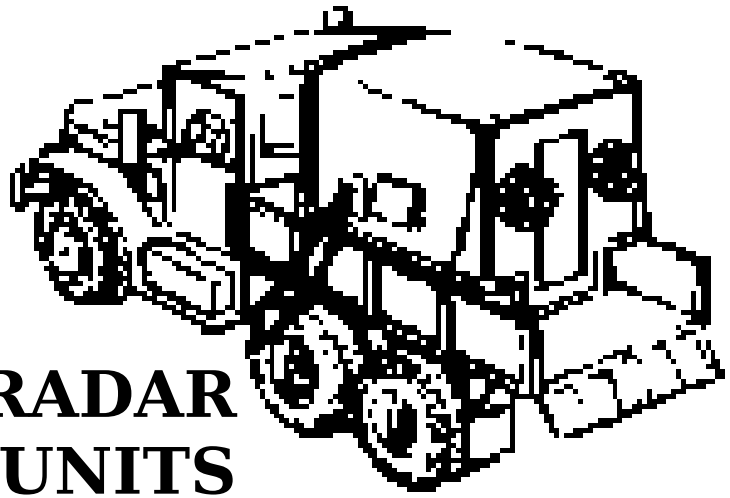
AVIATION UNITS



NSFS UNITS

AFATDS Stores:

OBSERVERS

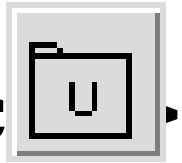


RADAR UNITS

“OTHER” UNIT

- Units other than those already mentioned.
- ***ANY unit that is “NOT” a Shooter or a Sensor will be an “OTHER” unit.***
- Examples include: Battalion and Regimental FDC’s as well as Infantry Fire Support Coordination Centers (FSCC’s) normally Battalion or Regiment size.

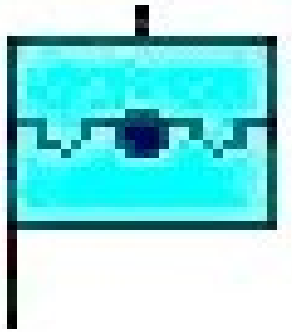
BUILD A CANNON UNIT

- Click **<Unit Workspace Ic**  **.**
- Click **<New Friendly Unit Ic** **>**
  - or **Options> New> New Friendly Unit.**
- Select UNIT TYPE: **Cannon**
- Highlight your **Battery FDC**. (A, B, or C FDC 1st Bn 10th Marines)
- The Basic Data window opens.

BASIC UNIT INFO

- Identifies unit and plan.
- Stores unit location information.
- Builds a unit symbol for display on the graphics and dissemination to the remainder of the force.
- All Unit types possess a BASIC UNIT INFO window.

BASIC UNIT INFO FOR YOUR BATTERY



- SERVICE: **USMC**
- Reinf/Det: **NORMAL**
- ROLE: **UNIT**
- ECHELON: **BATTERY**
- FUNCTION: **FIELD ARTILLERY MARINE**
- LOWER ECHELON: Letter Identification of the Btry: **A, B, or C**
- HIGHER ECHELON: **10MR**
- LOCATION: **5 71000 038 10300 850 11**
  The first unit needs to be built using long coordinates
- CURRENT LOCATION TYPE: **UNIT CENTER**
- Double Click 1on the **GENERAL DATA** Icon

GENERAL UNIT INFORMATION

- CURRENT COMMAND AND SUPPORTED UNITS
- ON ORDER COMMAND AND SUPPORTED UNITS
- MET UNIT ID
- BTRY HQ’S UNIT ID
- MISSION

COMMAND and SUPPORTED UNIT ID

- Relationships that establish which units can be tasked with fire support missions.
- Establishment of the default Data Distribution List
- Lists can be found in **Chapter 4 of the TPM**
- ***These are the keys to fire support execution and planning in AFATDS!!!***

COMMAND UNIT ID

- This is the unit that commands the unit that is being built.
  - This unit can assign fire missions and maintains unit information of its subordinates.
  - Example: For a Battalion FSCC the command unit would be the Regimental FSCC.
  - Only units already built can be selected.

SUPPORTED UNIT ID

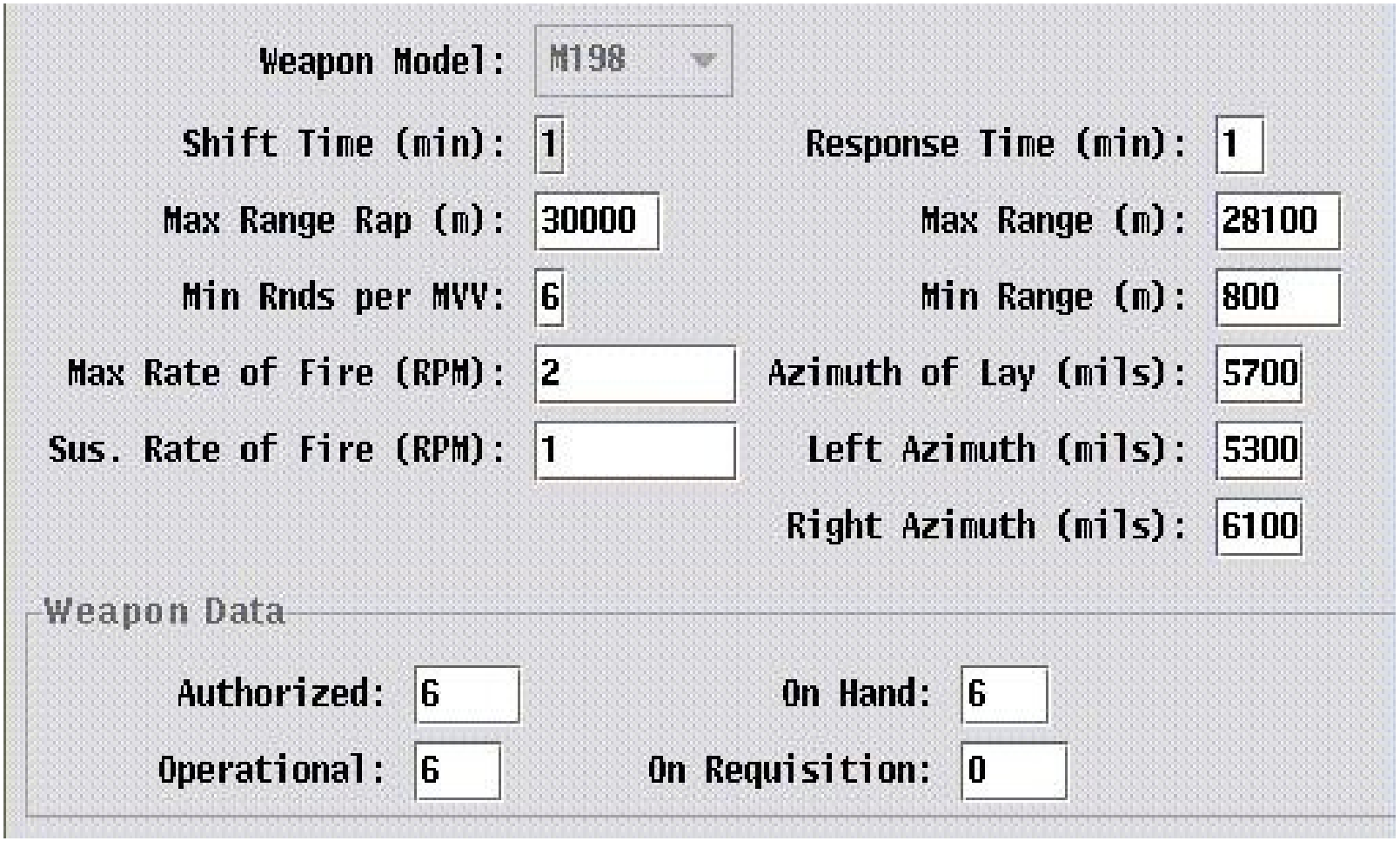
- This is the unit that the unit being built supports.
  - This supported unit can assign fire missions.
  - This is the unit that an Infantry FSCC will look to for additional fire support assets.
  - Only units already built can be selected.

GENERAL UNIT INFO FOR YOUR BATTERY

- COMMAND UNIT ID: **FDC 1ST BN 10TH MARINES**
- SUPPORTED UNIT ID:**FDC 1ST BN 10TH MARINES**
- MISSION: **DIRECT SUPPORT (DS)**
- OPERATIONAL STATUS: **READY**

- Double Click one on **Detailed Data** Icon

CANNON/MORTAR DETAILED UNIT INFO



CANNON/MORTAR DETAILED UNIT INFO

Information that needs to be verified or entered.

- Weapon Model should be changed first (will change defaults).
- Shift and Response Time effect Fire Planning.
- Min and Max Ranges
- Max and Sus. Rate of Fire
- Azimuth of Lay
- Left and Right Deflection Limits (normally 400 mils)
- Quantity of Weapons

  (authorized, operational, and on-hand)

CANNON/MORTAR DETAILED UNIT INFO

Enter:

- Weapon Model – **M198**
- Max Rate of Fire – **2**
- Sus. Rate of Fire – **1**
- Azimuth of Lay – **5700**
- Left Azimuth – **5300** (400)
- Right Azimuth – **6100** (400)
- Authorized, Operational, and On-hand - **6**

ADDING WEAPONS

- Click 1 on the SAVE Icon
- Double Click 1 on **Weapon**
- Click 1 on **<New>**
- **CANNON WEAPON WINDOW DISPLAYS**
  - Gives detailed data for each individual howitzer; ie: last update, weapon #, bumper #, status, model, caliber, FA category, min/max range, max QE, max/sus rate of fire, MCA/CPH capable, P temp, Location, prime mover data, Mask and Azimuth data.
- **This window must be entered for each howitzer**

ADDING WEAPONS

- Add weapon bumper numbers:
  - Btry A: **A1-A6**
  - Btry B: **B1-B6**
  - Btry C: **C1-C6**
- Change the **Max Rate of Fire** for each howitzer to **2** rounds per minute.
- Change the **Sustained Rate of Fire** for each howitzer to **1** round per minute.
- Click 1 on **<OK>.**
- All weapons are now added with original grid.

Entering Individual Piece Locations

- Double Click 1 on **CALC WEAP LOC**
- Enter Orienting Station A LOC:
  Easting **7155** Northing **1035** Alt **876**
- Enter Groups: **Guns 1 and 2 Right**
  Guns 3 and 4 Center
  Guns 5 and 6 Left

- Examine the XO's Report

Executive Officers Report

Gn #	REF	Final Lay	Df	Dist	VA
1	OS A	1030	60	+2	
2	OS A	1040		80	0
3	OS A	1050	100	-1	
4	OS A	1060	120	+1	
5	OS A	1070	140	+3	
6	OS A	1080	160	-2	

Note: Final Lay Deflections must be converted to azimuths.

See Page 4 TB 11-7025-354-10-1 (GDU Job Aides)

CONVERTING A FINAL LAY DEFLECTION TO AN AZIMUTH

Example: Gun 1

Azimuth of Fire:	5700
+ Lay Deflection:	1030
	6730
(if > 6400)	-6400
	0330 = AZ input into AFATDS

Compute Azimuths for guns 2-6.

ANSWERS

Gun 1: 0330

Gun 2: 0340

Gun 3: 0350

Gun 4: 0360

Gun 5: 0370

Gun 6: 0380

Inputting the XO's Report

- For gun 1:
  - Click 1 on Ref: Select **Station A**
  - Click 1 on AZ (mils): **0330**
  - Click 1 on Range (m): **60**
  - Click 1 on VA (mils): **2**
  - Input data for guns 2-6

RESULTS

Click 1 on Compute

Gun 1: 71569 10407 876
Gun 2: 71576 10426 876
Gun 3: 71583 10444 876
Gun 4: 71591 10463 876
Gun 5: 71599 10481 876
Gun 6: 71607 10499 876

COB: 71587 10453 876

MUNITIONS

- Stores up to 24 Artillery shell types:
- Double Click 1 on **On Hand**
- Defaults to Projectiles
- Click one on **New**
  - Click 1 on Category – Select: **HE**
  - Click 1 on Model – Select: **M107 DC**
  - Click 1 on Lot Code – Select: **A**
  - Click 1 inside Lot Number box. Enter Lot: **IND86A234 198A**
  - Double Click 1 in Authorized box. Enter **100**
  - Double Click 1 in On Hand box. Enter **100**

XO’s Min QE/Masks

- Double Click on Weapon
- Double click on Gun 1
- Bottom box of Cannon Weapon Window
- Most commonly given in Deflection, must be converted to Azimuth

- Left Azimuth
- Right Azimuth
- Range to Mask
- VA=QE from XO’s Report

Converting Deflections to Azimuths

- Determine number of mils left or right of azimuth of fire
- Using the RALS rule, determine azimuth

- Left Df: 3297=
- Muzzle Left 97 mils

- Azimuth of Fire: **5700**
- Muzzle Left: <u>- **97**</u>
- Left AZ (RALS) **5603**

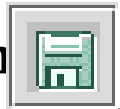
MUNITIONS

- Weight can be entered either by Pounds or Squares by toggling preferred choice. Toggle **Squares** – Click 1 in Squares box – enter **4**
- Click 1 on **OK**

PROPELLANTS

- Stores up to 6 Artillery powder types
- Click 1 on **PROPELLANTS**
- Click 1 on **NEW**
  - Click 1 on Category – Select: **WB**
  - Click 1 on Model – Select: **M4A2**
  - Click 1 on Lot Code **-** Select: **W**
  - Click 1 in Lot Number window – Enter: **IND91A223 382**
  - Double Click 1 in Authorized window – Enter: **100**
  - Double Click 1 in On Hand window – Enter: **100**
  - **Click 1 on OK**

FUZES

- Stores up to 24 Artillery fuze types.
- Click 1 on **FUZES**
  - Click 1 on New
  - Click 1 on Category – Enter **PD**
  - Click 1 on Model – Select **M557**
  - Click 1 on Lot Code – Select **P**
  - Click 1 in Lot Number box – Enter: **JDE76A110 003**
  - Double click 1 Authorized box – Enter: **100**
  - Double Click 1 on Quantity box - Enter: **100**
  - Click 1 on **Ok**
  - Click 1 on **Save Icon** 
  - **A lot must be entered for EVERY projectile, powder and fuze. No lot counts as a lot and cannot be duplicated.**

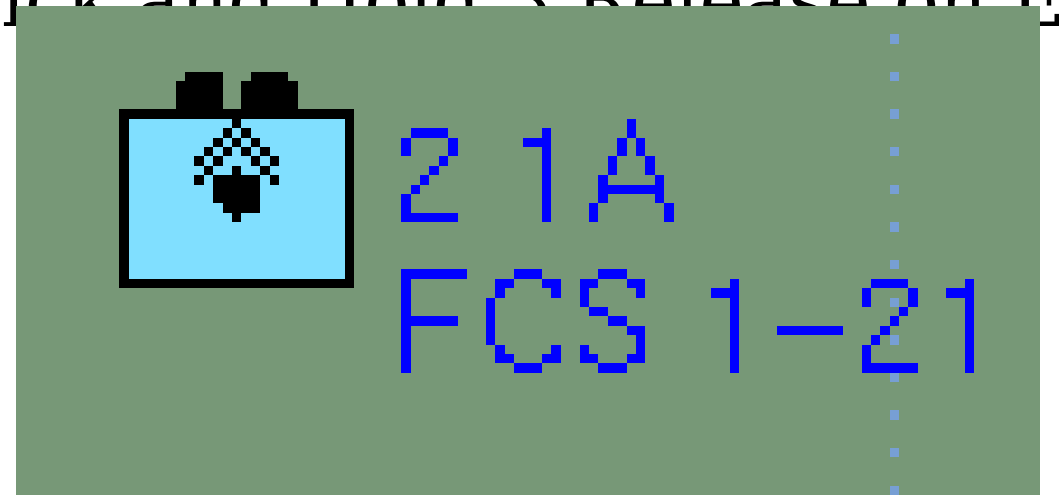
TRANSMITING UNIT DATA FOR YOUR OWN UNIT

- With the Unit Workspace window open, double click on your Unit.
- Click 1 on **SEND STATUS Icon** (4th Icon from the left)
- Opens **SEND STATUS** WINDOW
- Click 1 on **OPERATOR SELECTABLE**
- Toggle all selections
- Click **<SEND>**
- Highlight the Adjacent FDC
- **<OK>** the send to Window
- At the **sending** AFATDS: Low Level Alert is generated.
- At the **receiving** AFATDS: Unit Level Alert is generated, unit data is automatically updated.

ROCKET UNIT

- Click 1 on the unit symbol of: 2 1A FCS 1-21

  Click and Hold 3 Release on Edit



ROCKET UNIT

- Possess:
  - BASIC UNIT INFO
  - GENERAL UNIT INFO
  - DETAILED UNIT INFO

- Stores:
  - UPLOADED ROCKETS (on launcher)
  - STORED ROCKETS (rockets available in ammo storage sites)

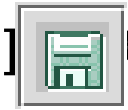
UPLOADED ROCKETS

- Stores up to 26 rocket types
- Double click 1 on **UPLOADED ROCKETS**
  - Highlight **MLRS DPICM M26**
  - Click 1 on **<EDIT>**
  - Double click in 0-2 minutes box - Enter: **12**
- Click 1 on **<OK>**

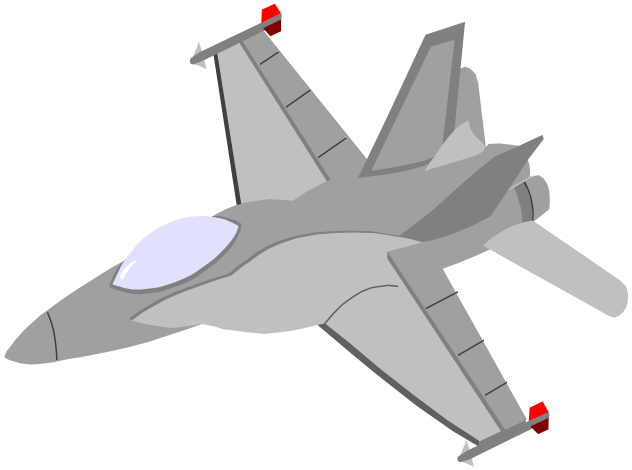
STORED ROCKETS

- Provides an inventory of the rockets available to the unit but requiring loading.
- Double click 1 on **STORED** and in the Storage Site Data box, click 1 on **NEW**
  - Select **STORAGE SITE A1**
  - Location **70000 20000**
  - **<OK> New Storage Site window**; this just built a storage site (ASP)
  - Highlight Storage Site A1
  - Inside the Stored Inventory box, Munitions on Wheels, click 1 on **New**
  - Click 1 on Category – Scroll down and select **ATACMS-APAM**
  - Click 1 on Model – Select **M39**
  - Double Click 1 on Authorized box **–** Enter **9**
  - Double Click 1 in On Hand box **–** Enter **9; <OK>**
  - Double Click 1 in Response Time box (top center of the Munitions on Wheels box) **–** Enter **15**

STORED ROCKETS

- Double click 1 in Munitions on Ground Response Time window – Enter **20**
- Click 1 on New
- Click 1 on Category – Select **ATACMS-APAM**
- Click 1 on Model – Select **M39**
- Double click 1 in Authorized box – Enter **12**
- Double click 1 in On Hand box – Enter **12**
- Click 1 on **Ok**
- Click 1 on Save Icon
- Close the Unit Worksp  e Window

AIR UNITS



- This unit type is used to designate Air Attack Assets (Fixed Wing Aircraft) and Non-Attack Assets.

- Non-Attack Assets are lift aircraft required for air-drops and Medevacs.

AIR UNIT

- Click 1 on the unit symbol of:

  MARINE AIR GROUP 11

- Click and Hold 3 Release on **Edit**

AIR UNITS

- POSSESS:
  - BASIC UNIT INFO
  - GENERAL UNIT INFO
  - DETAILED UNIT INFO

- DETAILED UNIT INFO STORES:
  - RESPONSE TIME
  - MISSION SATURATION
  - MUNITIONS TYPES AVAILABLE

Exit the Window

AVIATION UNITS

- This unit type is used to designate Rotary Wing Attack Assets.

AVIATION UNIT

- Click 1 on the unit symbol of:

  MARINE AIR GROUP 39

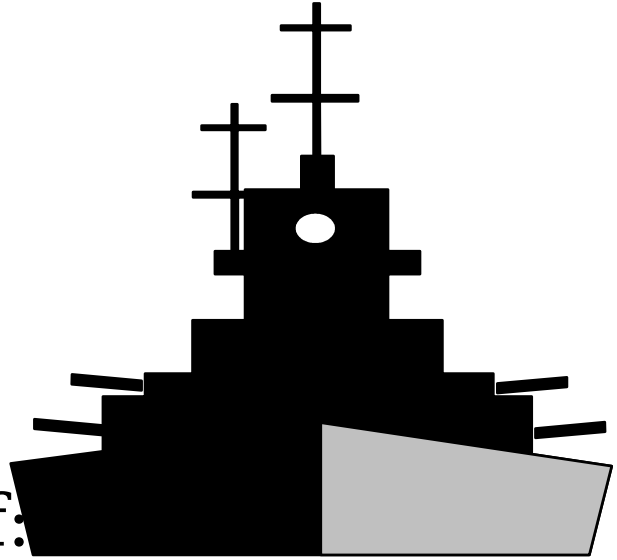
- Click on Hold 3 Release on **Edit**

AVIATION UNITS

- POSSESS:
  - **BASIC UNIT INFO**
  - **GENERAL UNIT INFO**
  - **DETAILED UNIT INFO**

- DETAILED UNIT INFO:
  - **The same as the detailed unit info window of an AIR type unit EXCEPT:**
    - THE ONLY MUNTIONS TYPES AVAILABLE FOR SELECTION ARE **ROCKETS, CANNONS and GUIDED MISSILE**.

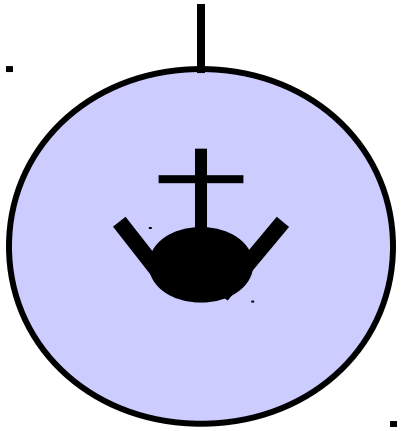
NSFS UNIT



- Click 1 on the unit symbol of:

  USS ARLEIGH BURKE DDG51 USN

- Click and Hold 3 Release on Edit



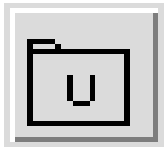
NSFS UNITS

- POSSESS:
  - BASIC UNIT INFO
  - GENERAL UNIT INFO
  - DETAILED UNIT INFO
- DETAILED UNIT INFO STORES:
  - **SHIP NUMBER, DESIGNATOR and NAME**
  - **TYPE and CALIBER**
  - **MISSION SATURATION**
  - **AZ OF LAY, LEFT and RIGHT AZ LIMITS**
  - **TUBES ON-HAND, OPERATIONAL, RESPONSE TIME**
  - **EFFECTIVE FROM and TO DTG**

NSFS UNIT

- Munitions are entered by double clicking **GUN** or **MISSILE**
  - For GUN available selections are **HE, ILLUM, WP,** and **DPICM** (no lot number is required).
  - For MISSILE available selections are **LASM** and **TOMAHAWK**
- Fuzes are **NOT** Required for a Firing Solution.

BUILD AN OBSERVER UNIT



- Click **<Unit Workspace Icon>**
- Click **<New Friendly Unit Icon>**
  - or **Options> New> New Friendly Unit.**
- Select Unit Type: **OBSERVER**
- At A & C FDC Select:
  FO21 CO A 1ST BN 2ND MARINES
- At B FDC Select:
  FO24 CO E 2ND BN 2ND MARINES

  <OK>

BASIC UNIT INFO FOR AN OBSERVER

- SERVICE: **USMC**
- Reinf/Det: **NORMAL**
- ROLE: **FO**
- ECHELON: **COMPANY**
- FUNCTION: **OBSERVER**
- LOWER ECHELON: **FO 21 or FO 24**
- HIGHER ECHELON: **A 1 / 2 or E 2 / 2**
- LOCATION: **FO 21: 690 100 1200**
  FO 24: 732 151 1250
- CURRENT LOCATION TYPE: **OBSERVATION POINT**
- DATUM: **WGS 84**
- Double Click 1 on **GENERAL DATA**

GENERAL UNIT INFO FOR AN OBSERVER UNIT

- COMMAND UNIT ID:
  FSCC 1st or 2nd Bn 2nd MARINES
- SUPPORTED UNIT ID:
  FSCC 1st or 2nd Bn 2nd MARINES
- MISSION: **OPCON**
- OPERATIONAL STATUS: **READY**
- Double Click 1 on **Detailed Data**

DETAILED UNIT INFO FOR AN OBSERVER UNIT

- Observer Type: **FORWARD OBSERVER**
- TLE: **100**
- Laser Code: FO 21:**621**
  FO 24:**624**
- MAX Range: **7000**
- Left Azimuth: **0**
- Right Azimuth: **0**
- Cloud Height: **9990**
- Visibility: **7501**

- Laser Quantities
- Authorized: **1**
- On Hand: **1**
- Operational: **1**
- On Requisition: **0**
- Click the **SAVE icc**
- Double Click 1 on **Reliability**

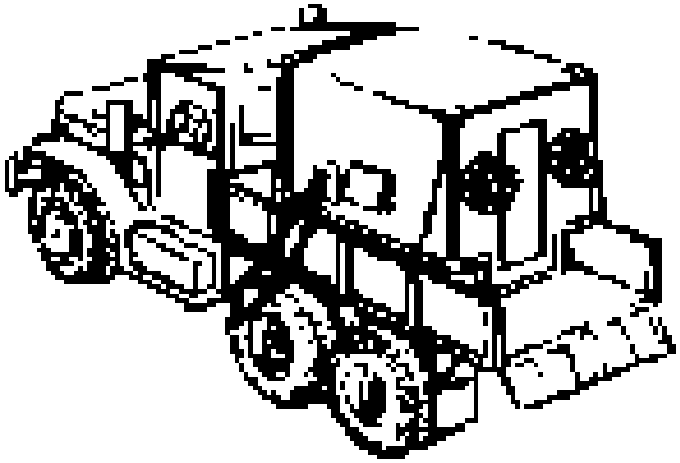
RELIABILITY

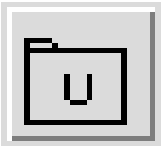
- Allows the AFATDS to determine what type of targets an observer is reliable to identify; therefore, allowing the mission to process or stop.
- AFATDS defaults to **ALL.**

TRANSMITING UNIT DATA FOR A UNIT OTHER THAN YOUR OWN

- With the Unit Workspace window open:
- Click the **SEND STATUS** Icon (4th Icon from t t)
- Opens **SEND STATUS** WINDOW
- Click 1 on **OPERATOR SELECTABLE**
- Toggle all selections
- Click **<SEND>**
- Highlight the Adjacent FDC
- **<OK>** the send to Window
- When **sending** data: AFATDS generates 1 Low Level Alert.
- When **receiving** data: AFATDS generates 1 Low Level Alert and 1 Unit Level Alert.
  - Must View the Low Level Alert, then select **Create**, and **Apply** the unit information window.

BUILD A RADAR UNIT





- Click **<Unit Workspace Icon>**
- Click **<New Friendly Unit Icon>**
  - or **Options> New> New Friendly Unit.**
- Select Unit Type: **RADAR**
- Select: **CBR01 10th MARINES**
  <OK>

BASIC UNIT INFO FOR A RADAR UNIT

- SERVICE: **USMC**
- Reinf/Det: **NORMAL**
- ROLE: **RADAR**
- ECHELON: **SECTION**
- FUNCTION: **ARTILLERY LOCATING RADAR**
- LOWER ECHELON: **CBR01**
- HIGHER ECHELON: **10MR**
- LOCATION: **760 180 1000**
- CURRENT LOCATION TYPE: **OTHER**
- Double Click 1 on **GENERAL DATA**

GENERAL UNIT INFO FOR A RADAR UNIT

- COMMAND UNIT ID: **FSCC 2nd MARINES**
- SUPPORTED UNIT ID: **FSCC 2nd MARINES**
- MISSION: **GS**
- OPERATIONAL STATUS: **READY**
- Double Click 1 on **Detailed Data**

DETAILED UNIT INFO FOR A RADAR UNIT

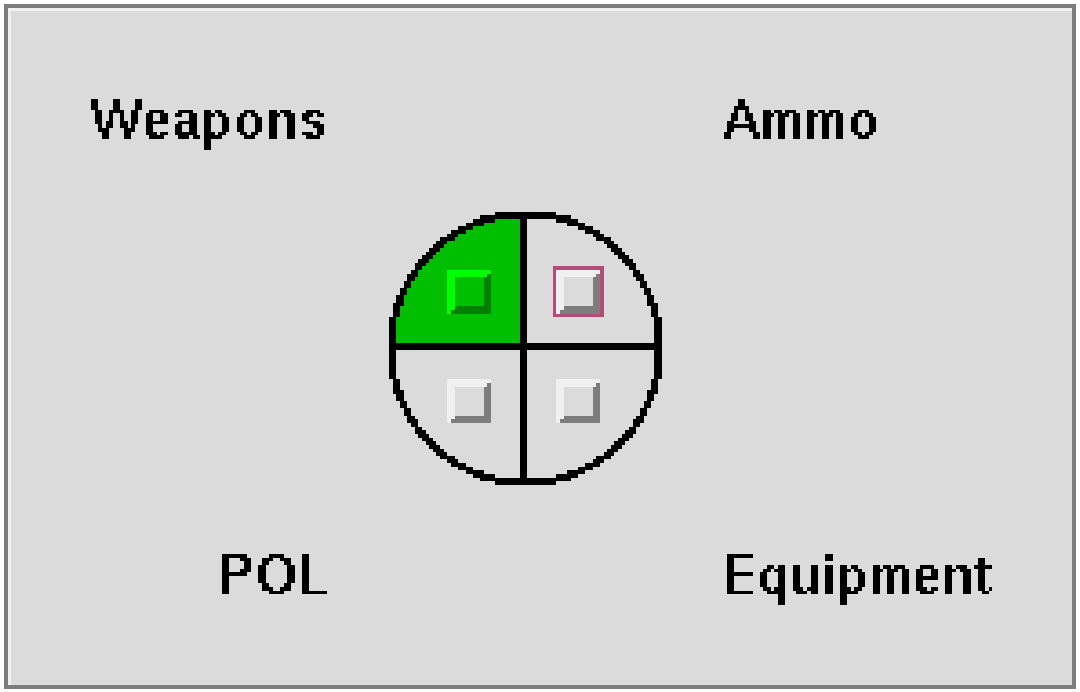
- Type: **AN/TPQ 36**
- ACC: **0**
- Dir of Search: **4800**
- Left Azimuth: **0800**
- Right Azimuth:**0800**
- Lower Freq Code: **01**
- Upper Freq Code: **31**
- Max Rg 1: **24000**
- Max Rg 2: **24000**
- Min Rg: **750**
- RADAR Quantities
  - Authorized: **1**
  - On Hand: **1**
  - Operational: **1**
  - On Requisition: **0**
- Click the Save Ico
- Exit the Workspac

UNIT DESCRIPTION

- Provides a logistical summary.

- NAVIGATION
  - With the unit symbol for A or B Btry 1st BN 10TH MARINES highlighted,
  - Click and hold 3
  - Release on DESCRIPTION

LOGISTICAL STATUS



= No Data

= No Go

= Critical

= Degraded

= Go

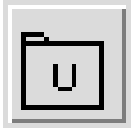
AMMUNITION STATUS

- Click 1 on the Ammo portion of the PIE Chart.
- Displayed will be the Ammo Status;
  - Unit Summary
  - Subordinate Summary
- Options:
  - Detailed Ammunitions Data
  - Thresholds

COPY A UNIT

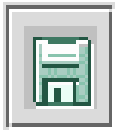
- Click 1 on the unit symbol to copy from.
  SELECT: A FDC 1ST BN 10TH MARINES
  B FDC 1ST BN 10TH MARINES
- Click and hold 3, release on COPY.
- Select the unit ID of the unit you want to copy to.
  - **SELECT: F FDC 2ND BN 10TH MARINES**
  - The copy unit info window is displayed, allowing selections of specific information or all data to be copied. Select All.
- Click **<OK>**

Edit the Copied Unit



- Click **<Units Workspace Icon>**

- Highlight F 2/10, and click the **EDIT** Icon (2nd from the left).
- Enter the new information.
  - LOWER ECHELON: **F**
  - GRID: **711 111**



- Click **<SAVE>** (does not change the gun grids)
- Click **Options> Exit**

DELETE A UNIT

- ***At A & C Battery :***
  - Click 1 on **ARLEIGH BURKE DDG51 USN**
- ***At B Battery:***
  - Click 1 on **MARINE AIR GROUP 11**
- ***At BOTH:***
  - Click and hold 3
  - Release on **DELETE**
  - **<OK>** the Delete Unit Information window**.**
  - Click **<DELETE>** on the conformation window.

TRANSMIT UNIT DATA

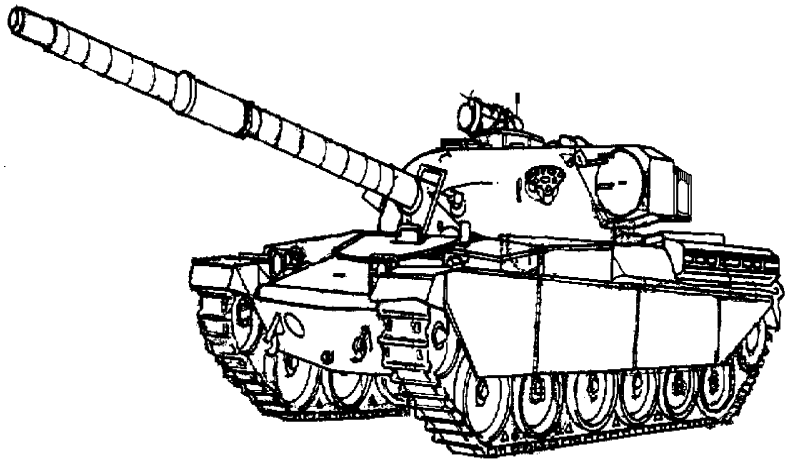
- ***At A & C Battery :***
  - Click 1 on **MARINE AIR GROUP 11**
- ***AT B Battery :***
  - Click 1 on **ARLEIGH BURKE DDG51 USN**
- ***AT BOTH:***
  - Click and hold 3
  - Release on **SEND STATUS**
  - Toggle **Operator Selectable**
  - Select all sensitized check boxes
- ***SEND TO OTHER FDC***

RECEIVE NEW UNIT DATA

- OPFAC receives a LOW LEVEL ALERT and a UNIT LEVEL ALERT.
  - Display the LOW LEVEL ALERT
  - Click 1 on the **CREATE** radio button**.**
  - The BASIC UNIT INFO window is displayed for the NEW unit received**.**

    <Apply> or **<OK>**

ENEMY UNITS



Unit Manipulation

- Unit symbols can now be edited for graphic size, echelon and color.
  - <System>, <Preferences>, <By Type> - allows for the editing of units symbols by system
  - <System>, <Preferences>, <by Echelon> - allows for the editing of units by echelon

Command Support Relationships

- Click 1 on unit workspace
- Click 1 on Options
- Click 1 on Show Unit Relationships

- Utilizing drag and drop, the operator can click and hold one on any unit and using the touchpad, drag that unit to the folder of the supporting or commanding unit. Release 1

Uses for Enemy Units...

- Situational awareness
- Planning
- Wargamming
- Targeting

CREATE AN ENEMY OVERLAY

- Click **Map> Overlays> In Use**
- Click **<NEW>**
- Overlay Name: **ENEMY UNITS**
- Click 1 on **Enemy Units,** Toggle **All TARGET CATEGORIES** and **Situation in view.**
- **<OK>**
- **<Apply>** and **<Apply to Map Setup>**
- **<OK>** the Overlays Setting Window.

Create an Enemy Template

Templates…

- Based on the former Soviet Unions formations and tactics.
- Defined in Fire Support Mission Area Analysis.
- Allows wargamming and planning when enemy doctrine is known.

Create the Template…

- NAVIGATION:

Main Menu Bar:

  – Click **Units> Add Enemy Template**

Set-Up the Template…

- Enter the center location:

  62000 24000

- Orient the template:

  Attitude 2850

- Select the unit's size:

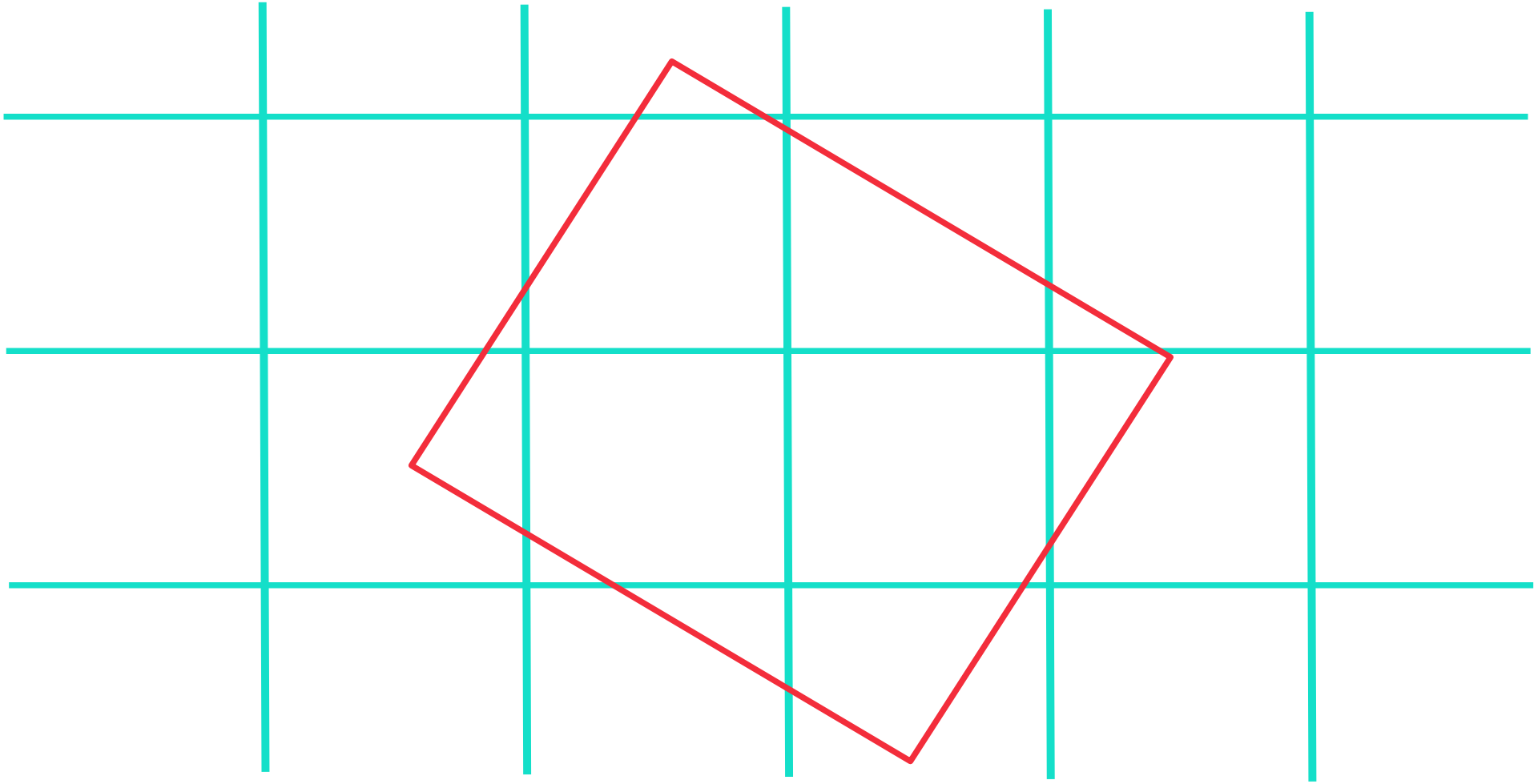
  Echelon: REGIMENT

- Select the unit's situation:

  HASTY DEFENSE

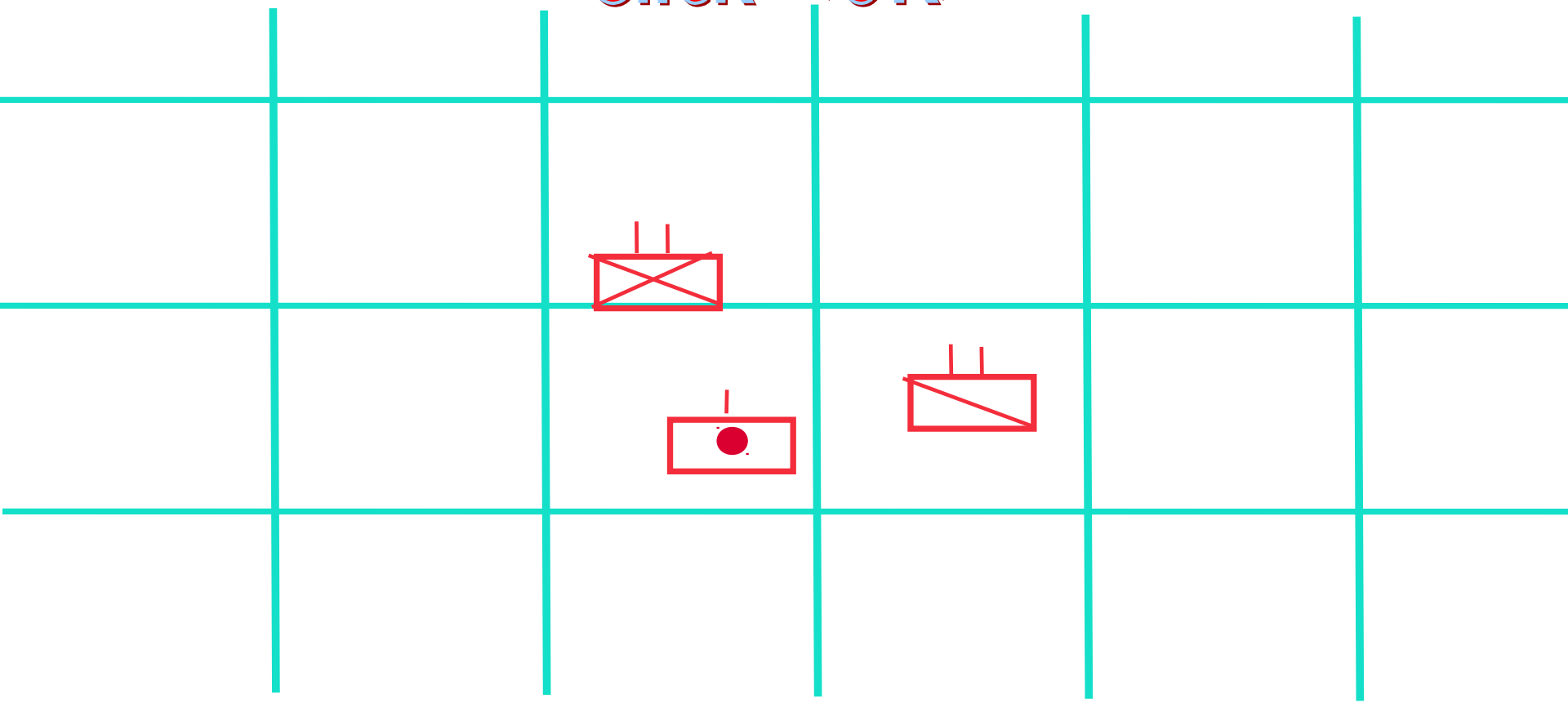
Check Template placement

Click <Apply>



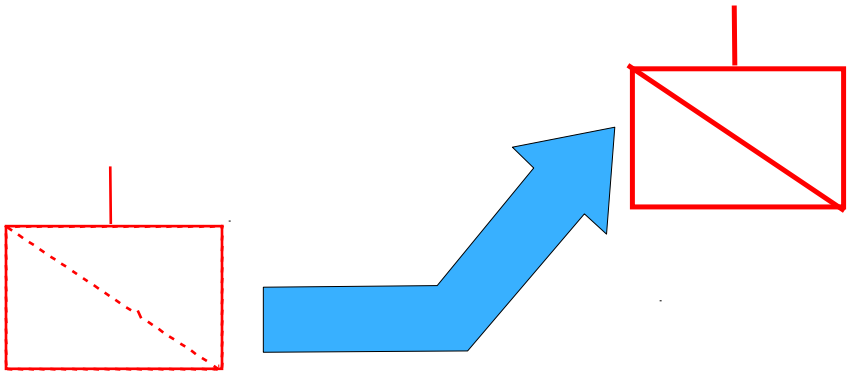
Create the Template

Click <OK>

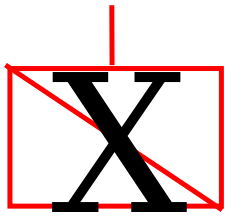


Modify the Enemy Template

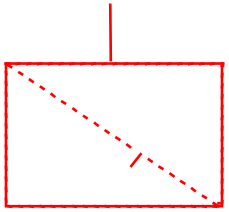
- **Move a unit**

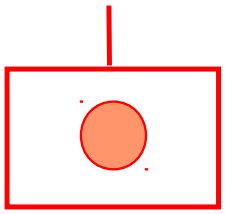


- **Delete a unit**



- **Alter a unit**





Move an Enemy Unit

- Click 1 on **Map**; Click 1 on **Unit Drag/Drop**; Click 1 on **Enable**
- Highlight the NORTHERN MOST UNIT. (RCP 1/5-1)
- Click and hold 1 - drag the unit to it’s new location.

NOTE: Pointer must be on the blue dot.

Delete an Enemy Unit

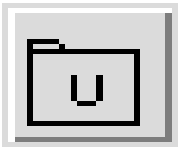
- Click on enemy unit, **RCP 1/5-1**.
- Click and hold 3.
- Point at and release on **DELETE**.
- DELETE UNIT INFO window, Click **<OK>**
- Click **<DELETE>** to confirm.

Edit an Enemy Unit

- Click 1 on enemy unit **MRC 5/5-1** (SOUTHERN most Unit):
- Click and hold 3, Release on **Edit**
  - CHANGE THE NUMBER OF PLATOONS TO **6**.
  - CHANGE THE TARGET TYPE TO **MANUEVER/APC**.
- Click **<OK>**

Create a New Enemy Unit

Navigation



- Click on the **UNITS Icon.**
- Select **Options> New> Create New Enemy Unit…**
- The **Create New Enemy Unit** window is displayed.

Name the Enemy Unit

- REQUIRED SINCE ENEMY UNITS ARE NOT IDENTIFIED IN THE MUL.

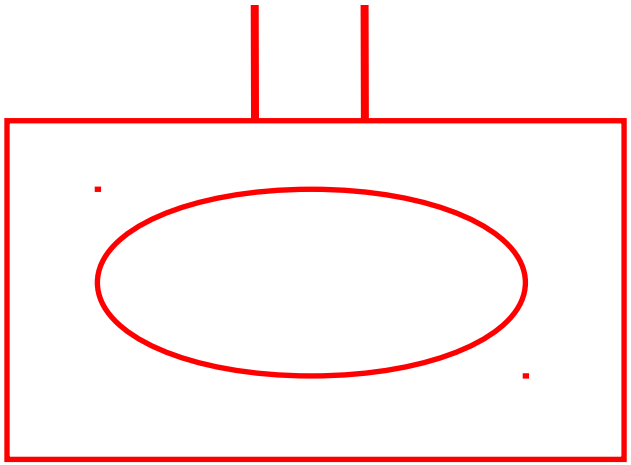
- Btry enter: **UNK**
- Bn enter: **Armor**
- Click **<OK>**

Location and Type

- Enter the location: **5 610 038 270 900 11**
- Select the target type: **MANUEVER,TANK, MEDIUM**
- Activity: **Stationary**
- Enter the number of platoon size targets: **20**

Build the Enemy Unit Symbol

- **ROLE**
  - **UNIT**
- **ECHELON**
  - **BATTALION**
- **FUNCTION**
  - **TANK**



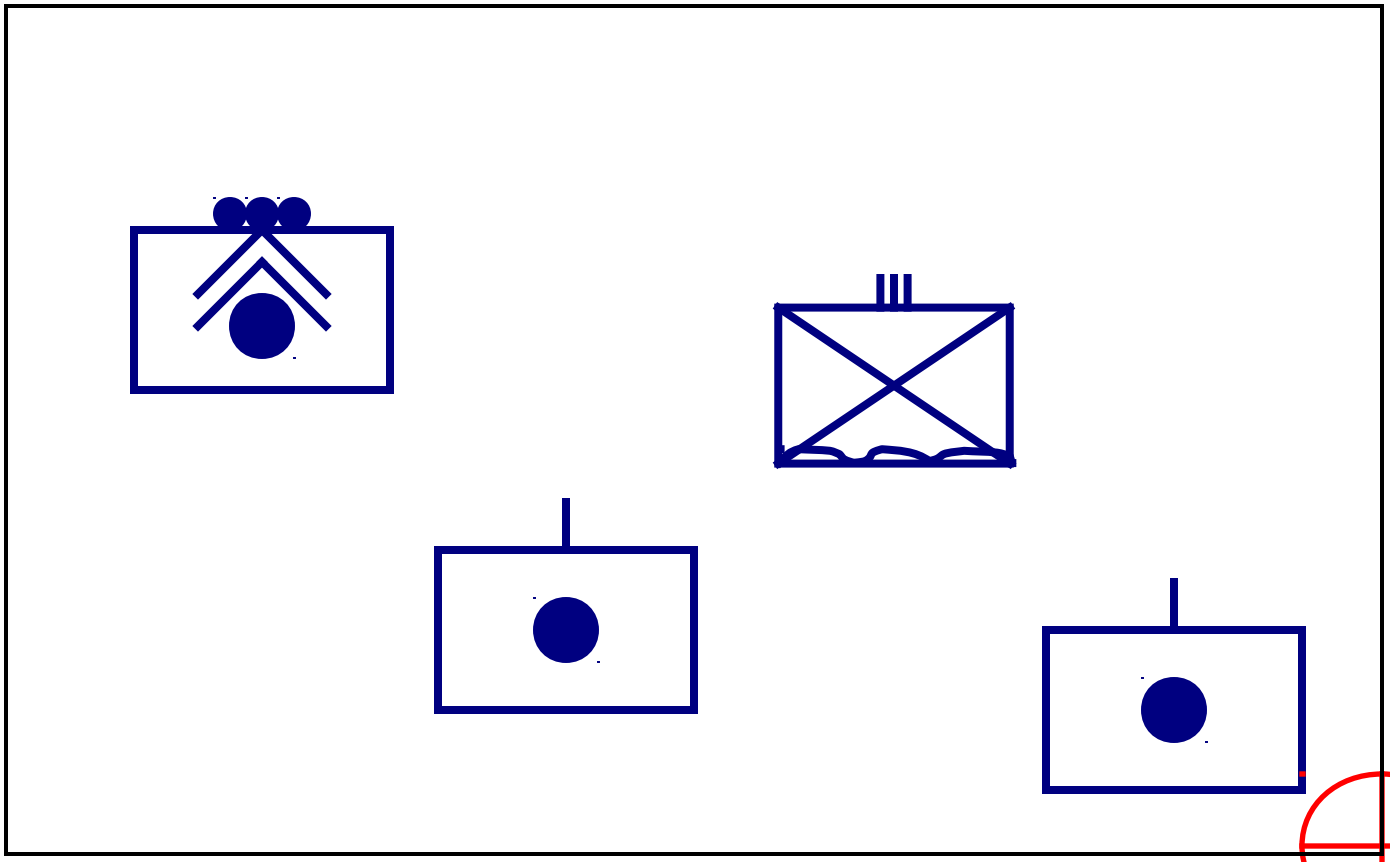
Click 1 on **OK;** Click 1 on **Cancel**

SELECTING MULTIPLE SYMBOLS

SELECT A GROUP OF SYMBOLS

- Point at an area northwest of the enemy units
- **Click and Hold 1**
- Drag south and east until several units are located inside the box being drawn on the screen.

SCREEN APPEARANCE



Select a Group of Symbols 2

- Select a symbol.
- Move the cursor over the next symbol and click 1 while holding the **Shift** key.
- Repeat step two for any additional symbols to be highlighted.

OTHER MAP FUNCTIONS

CENTER MAP

- Moves the center of the displayed area to an operator specified location.
- NAVIGATION:
- Click **Map> Center Map**
- Center on Grid Window displays
- Enter **600 230**
- **<Apply>**
- Map will center on grid entered.
- Click 1 on **OK**

FIND SYMBOL

- Click **Map> Find Symbol…**
- The window provides the selection for:
  - Unit Workspace
  - Target Workspace
  - Geometry Workspace
  - Track Workspace

Select **Unit Workspace**

FIND SYMBOL

- Click 1 on **Arleigh Burke**
- Click 1 on **Find on Map** Icon (7th from left)

Close out the Unit Workspace window

FILTERS

HIDE/SHOW SYMBOLS

- HIDE SYMBOLS removes selected symbols from the graphics display.
- SHOW HIDDEN SYMBOLS redisplays previously hidden symbols.

SHOW/HIDE RANGE FANS

- Displays or hides the range fans described in detailed unit info for FOs, radars and fire units.

HIDE/SHOW LABELS

- Hide or show labels allows the operator to un-clutter the graphics by removing and later re-displaying symbol labels.

SCROLL THE MAP

- The map can be scrolled in any direction to view areas outside the display.
- NAVIGATION
  - Point curser in yellow box in lower right of display.
  - Click and hold 1, Drag the map.
- Drag the graphics to the left displaying the western area.

JMTK MAP FUNCTIONS

- Four menus:
  - **File** (will not be covered, can reference Btry FDC Job Aids Pg 41)
  - **View**
  - **Map Options**
  - **Tools** (NOT USED)

JMTK MAP FUNCTIONS

- Click 1 on **View** (4 sub-menus)
  - **Coordinates:** Allows operator to select the coordinate system that is displayed at the bottom of the map. Choose **Universal Transverse Mercator (UTM).**
  - **Status Bar Toggles:** Allows operator to turn on/off several different features on the map.
  - **Reload Default Menus: (**Not discussed.)
  - **Toggle Raise: (**Not discussed.)

JMTK MAP FUNCTIONS

- The **Map Options** menu controls many map properties and controls to include: **Zoom, Map Properties, Recenter, Resize Pan Buffer, Center Marker, Center on Marker, Map Types, Scale Controls, Grid Controls, Toggle Country Labels, Map Color Control, Map Intensity, Map Colors, Map Palettes, Map Layers, Map Features, Load CD, Load Products.**
- You can experiment with these on your own time, but be careful as some will not let you change back to the default**.**
- Reference **BTRY FDC Job Aids Pgs 44-45.**

??? QUESTIONS ???

SUMMARY

- **Built a Friendly Unit Overlay.**
- **Built an Enemy Situation Overlay.**
- **Discussed Unit Types.**
- **Built Cannon, Observer, and Radar units.**
- **Examined MLRS, Air, Aviation, NSFS, and "Other" Units.**
- **Deleted Unit Data**
- **Transmitted Unit Data.**
- **Received and Created New Unit Data.**
- **Created an Enemy Template.**
- **Created New Enemy Unit.**
- **Edited Enemy Units.**
- **Created a target from an enemy.**

- **Selected multiple Symbols**
- **Used map menu functions**
- **Scrolled the map**
- **Discussed JMTK Map Functions**